

# MAGIC

The Gathering®



Illus. Arnie Svetket

## ONSLAUGHT™

Player's Guide



# The Onslaught Begins

**T**he battle for the Mirari, a mysterious and powerful artifact, has ended. The mighty barbarian Kamahl has been embraced by the Krosan Forest and claims the Mirari in its name—but his trials aren't over yet. The Cabal still holds the continent of Otaria firmly in its merciless grip, and fearsome new threats have appeared.

The dementia summoner Braids has corrupted Kamahl's sister Jeska and transformed her into Phage, a vicious pit fighter whose very touch means death. As Kamahl desperately seeks a way to restore his sister, Phage and Braids expand the Cabal Patriarch's power. With both women at the helm of the Cabal's operations, they build the Grand Coliseum, the new hub of the dark empire. This showcase for brutal pit fights elevates these barbaric matches into a glorious spectacle that attracts an audience from all over Dominaria . . . an audience hungry for any form of entertainment. The arena also attracts hordes of hopeful fighters from among the refugees—elves, goblins, wizards, and others—who flock to Otaria seeking relief from homelands still devastated by the Phyrexian invasion.



Illus. Matt Cavotta

One such pit fighter is the master illusionist Ixidor, but after a disastrous match, the Cabal deprives him of everything he has ever loved. When he discovers a vast hidden power within himself, he seeks vengeance on the author of his misery: Phage. Kamahl is forced into an uneasy alliance with the Cabal in order to protect Phage from this sorceror. But Ixidor has a powerful ally: Akroma, an angelic figure sworn to Ixidor's service and determined to destroy Phage.

As Kamahl fights to hold Ixidor and Akroma at bay long enough to heal his sister, the Mirari continues to exert its influence. Now infused with the growth potential of green mana, its power mutates and changes the Krosan Forest, then starts to spread across Otaria. When all these forces collide, it may mean the end of Kamahl, the end of Otaria, and perhaps even the end of the world.



Illus. Ron Spears





## Kamahl

As a rough-hewn barbarian, Kamahl descended from the Pardic Mountains in search of glory in combat. Thanks to the lessons of the Krosan Forest and the wise Nantuko, Kamahl has become a druid of great power. He has found the balance of nature within his heart and conquered the bloodlust that nearly killed his sister. But Kamahl's quest continues. This time, instead of searching for the Mirari, he searches for redemption.

While under the Mirari's hold, Kamahl gravely wounded his sister Jeska. He brought her to his friend Seton in the Krosan Forest for healing. After Kamahl turned to green magic and defeated the scheming Ambassador Laquatus in battle, he returned to find Seton dead and Jeska missing. Only later would he discover that his sister was kidnapped by Braids, who healed Jeska's wounds with the dark magic that transformed her into the evil Phage. Knowing that his actions caused this tragic turn, Kamahl must overcome his own guilt and save his sister's soul.

Illus. Matthew D. Wilson

## Ixidor

Ixidor was happy once. A great illusionist, he partnered with his beloved Nivea to make their living betting on themselves in the pit fights. But in one pivotal battle, everything changed: Nivea was killed by Phage. Ixidor was left unable to pay their gambling debts, so the Cabal abandoned him to die in the middle of a great desert. In his desperation, Ixidor discovered his power to make his illusions real. He was also driven insane.

Ixidor turns his desert prison into a hodgepodge oasis of smashed-together realms, ruling it all from his fantastical castle. He even dreams an angel into existence, an angel who has the face of Nivea. Her name is Akroma, and she is utterly loyal to her master. She will do anything to annihilate Phage, the one responsible for her creator's suffering. Ixidor's empire and his madness grow daily. If he is not stopped, he will consume Otaria in a riot of hate.

Illus. Kev Walker

## Krosan Forest

Even before the Mirari entered its borders, the Krosan Forest was known as an unusually wild, hostile place. Then Kamahl drove his sword—with the Mirari attached—deep into its fertile ground. With no evil heart there to corrupt it, Kamahl believed that the Mirari's magic would be beneficial, so he left it behind. He couldn't have been more wrong.

The Mirari's power is amplified and influenced by the soul of the person who possesses it. Now that the Krosan Forest is its "owner," the artifact's magic has changed to suit the forest itself. The Mirari endlessly pumps green mana into the ground, causing plants and animals alike to grow wildly and uncontrollably. Most of the forest's denizens flee from the suddenly vicious beasts and mutated plants. Those who do not are themselves transformed into twisted, enlarged mockeries of nature. If and when the Mirari's influence spills out of the forest, Otaria could face grim times.

Illus. John Avon



# Typecasting

by Randy Buehler, *Onslaught*™ lead developer

One look through this Player's Guide should tell you just how different the *Onslaught* set is from anything we've done before. Rather than dividing the guide into sections by color, we've divided it up by creature type because that's how the set really works. This became increasingly obvious as we ran Sealed Deck playtests. Normally, we describe a sealed deck by its colors ("I'm playing white-blue with a splash of black," for example). With *Onslaught* sealed decks, however, we found ourselves playing "Goblins and Wizards" or "Beasts and Elves." The set is chock-full of cool ways to take advantage of having a bunch of creatures that share a creature type. Race-based theme decks have always been popular, but the *Onslaught* "tribal" cards (cards that key off of creature types) let you get really creative. Even if you're only playing with *Onslaught* cards, there won't be just one Elf deck or just one Soldier deck.

The card that made me realize how many tribal tricks you can pull was *Artificial Evolution*, which had the playtest name "Type Hack." I remember watching fellow developer Henry Stern hold that card in his hand and try to figure out the best way to use it. He could change his own creature into the type he wanted, or he could change his opponent's creature into the type that would make it easy to destroy. He could change his spell so it would affect exactly the creatures he wanted. He could even wait for that perfect card, like *Rotlung Reanimator*, and change the text of its ability so he could gain tremendous advantage. Playing with *Mistform* creatures gave us a hint about the environment we'd created, but it was only after watching Henry cling to his *Type Hack* with absolute glee that I realized what an interesting, bizarre thing we had done.

The *Onslaught* set also has one of the coolest new keyword mechanics to come around in a long time: *morph*. You can play a creature with *morph* face down by paying 3 instead of its mana cost. While a creature with *morph* is face down, it's a 2/2 colorless creature with no abilities, and no one but you knows what it really is, or even how much it'll cost you to flip it face up. Whenever you want, you can pay your creature's *morph* cost and flip it face up. "Didn't block, eh? Well, I'll pay 3 to *morph* my creature into a *Silent Specter*. Take 4 and discard two cards!" *Morph* creatures allow for a certain amount of bluffing, a really fun aspect of most card games that has rarely in **Magic: The Gathering**® history been this relevant.

The *Onslaught* set also has its fair share of big creatures, tricky spells, and cycles, but in this Player's Guide, we're going to focus on the horde—the *onslaught*, if you will—of Elves, Goblins, and other races coming your way.



Illus. Arnie Swekel



Illus. Mark Zug



# The Ten Coolest Onslaught Cards



**Exalted Angel** 4 \*\* \*  
 Creature — Angel 4/5  
 Flying  
 Whenever Exalted Angel deals damage, you gain that much life.  
 Morph 2 \*\* \* (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

## 1: Exalted Angel

As a 4/5 Angel with serious life-gain potential, this is clearly a powerhouse. Add morph to the mix and you have all that in a creature that can attack on turn 4! One of the best flying creatures ever.



**Clone** 3 ♠  
 Creature — Clone 0/0  
 As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature.

## 2: Clone

Want another Shivan Dragon in play? Clone it. Opponent playing with a Serra Angel? Clone it. Thanks to this classic card, you can have any creature your opponent has or eight copies of the best creature in your own deck.



**Insurrection** 5 ♠ ♠ ♠ ♠  
 Sorcery  
 Untap all creatures and gain control of them until end of turn. They gain haste until end of turn.

## 3: Insurrection

Few **Magic**® cards are more fun than the ones that let you win a game just when your opponents think they've got things locked up. Insurrection turns their attackers and blockers into your victory. Try it in multiplayer!



**Visara the Dreadful** 3 ♠ ♠ ♠  
 Creature — Gorgon Legend 5/5  
 Flying  
 ⚔: Destroy target creature. It can't be regenerated.

## 4: Visara the Dreadful

Five *Onslaught* Legends represent champion pit-fighters. Jareth, Arcanis, Rorix, and Silvos are cool, but Visara is probably the best of the bunch. The sight of a 5/5 flier that can tap to destroy any creature will turn your opponents to stone.



**Kamahl, Fist of Krosa** 4 ♣ ♣ ♣  
 Creature — Druid Legend 4/3  
 ♣: Target land becomes a 1/1 creature until end of turn. It's still a land.  
 2 ♣ ♣ ♣: Creatures you control get +3/+3 and gain trample until end of turn.

## 5: Kamahl, Fist of Krosa

Even as a green creature, Kamahl still kicks serious butt. Instead of having lightning bolts at his command, he now harnesses the power of the land itself! Combine his new image with the *Odyssey*™ Kamahl, Pit Fighter for repeatable land destruction. Our hero never looked so good.



**Goblin Sharpshooter** 2 ♠  
 Creature — Goblin 1/1  
 Goblin Sharpshooter doesn't untap during your untap step.  
 Whenever a creature is put into a graveyard from play, untap Goblin Sharpshooter.  
 ⚔: Goblin Sharpshooter deals 1 damage to target creature or player.

## 6: Goblin Sharpshooter

This guy may not look like much, but don't let that fool you. Thanks to its ability, any horde of 1-toughness creatures will be toast in a single turn. With red damage spells helping to send opposing creatures to the graveyard, the Sharpshooter is nearly unstoppable.



**Quicksilver Dragon** 4 ♠ ♠  
 Creature — Dragon 5/5  
 Flying  
 ♠: If target spell has only one target and that target is Quicksilver Dragon, change that spell's target to another creature.  
 Morph 4 ♠ (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

## 7: Quicksilver Dragon

The first monoblue Dragon since the 1996 *Mirage*™ expansion, Quicksilver Dragon comes with a built-in disguise and a redirection ability that'll keep it safe from harm. Just wait until your opponent calls your bluff.



**Shared Triumph** 1 \*  
 Enchantment  
 As Shared Triumph comes into play, choose a creature type.  
 Creatures of the chosen type get +1/+1.

## 8: Shared Triumph

What Crusade did for white weenie decks, Shared Triumph does for any deck based around a single creature type. Watch for all kinds of decks to splash white for this powerful boost.



**Gravespawn Sovereign** 4 ♠ ♠  
 Creature — Zombie Lord 3/3  
 Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

## 9: Gravespawn Sovereign

The *Onslaught* "tribal" Lords work together with other creatures of their type for large, game-altering effects, and Gravespawn Sovereign is R&D's favorite. Any creature in any graveyard becomes yours to command. For more fun, combine it with Visara.



**Words of Wilding** 2 ♣  
 Enchantment  
 ♣: The next time you would draw a card this turn, put a 2/2 green Bear creature token into play instead.

## 10: Words of Wilding

Bears, Bears, and more Bears! The bizarre combo possibilities of this card (and the other Words) are endless.



# Clerics

## Switching Heads



The original art description for Syphon Mind called for a Cabal Cleric that was stealing the heads from some Zombies. However, when the final art came in, the naming team couldn't resist the urge to pair the playful character in the art with the name Headhunter, a suggestion from the *Torment™* set that was never used. They found a home for the art and name on what had been a "headless Zombie Wizard," turned that creature into a Cleric, and moved its art over to Syphon Mind.



## Clerical Terror

"Hold on," you might be thinking. "I thought Clerics were white! What are so many doing in black?" Well, white and black are very similar in some respects. They both have their sacred beliefs and systems of morality—though their gods and morals are, well, a bit different. Both colors are skilled at harnessing spiritual powers for their own use, with white praying to the Ancestor (the Order's diety) and black to Kuberr (the Cabal's dark god). Though the evil Clerics in the *Onslaught* set outnumber their compatriots in all other Magic expansions combined, a half-dozen have popped up before. The first was the *Antiquities®* card Priest of Yawgmoth. The Initiates and Order of the Ebon Hand did double duty in *Fallen Empires™*, and Brine Shaman from *Ice Age™* and Soldevi Adnate from *Alliances™* followed behind. The *Mirage* card Blighted Shaman was the last to show up before these new recruits. After all, black always did take an interest in your soul.



Illus. Matt Cavotta

## Marks of Distinction

The holy priests of the Order and the evil manipulators of the Cabal both have distinct visual features that distinguish them from other races. The white clerics all wear armor or helmets made of woven grasses. Sometimes the helmets fan out, sometimes they're pulled back, but the material is always the same. The Southern Order has to make do with what they have, and that means making clothing from the grasses of the Daru Plains. Cabal clerics have visible purple veins, a mark of the power given to them by their master, the Cabal Patriarch. Their sumptuous red, black, and gold robes are a sharp contrast to the makeshift garb of the Order's clerics.



Illus. Pete Venters

Illus. Christopher Rush

Background illustration by Kev Walker



# Soldiers

## I Ran So Far Away

Even though Richard Garfield doesn't work full-time for Wizards of the Coast anymore, he still finds time to contribute to Magic. In *Onslaught*, the cycle of Gustcloak creatures bears his mark. Early in playtesting, the Gustcloak creatures had the ability, "0: Remove this creature from combat. Play this ability only if this creature is attacking." In a conversation with the *Onslaught* development team, Garfield remarked that the creatures' ability seemed both confusing and underpowered. Feeling that white needed a little something extra in its combat-related abilities, he suggested that the creatures untap when they removed themselves from combat. Out of that discussion, the current form of the Gustcloak creatures came into being.

By the way, one of Piety Charm's original abilities also removed a creature from combat. However, playtesters often misread it as a spell that got rid of a creature permanently, so it was replaced with an ability that's more user-friendly.



## Tournament Deck

### Marching On

#### Creatures (28)

- 4 Catapult Squad
- 4 Daru Cavalier
- 4 Glory Seeker
- 4 Gustcloak Harrier
- 4 Gustcloak Runner
- 2 Gustcloak Sentinel
- 2 Pearlspear Courier
- 4 Whipcorder

#### Spells (13)

- 3 Mobilization
- 4 Piety Charm
- 4 Shared Triumph
- 2 Unified Strike

#### Lands (19)

- 19 Plains



The *Onslaught* set provides more than enough cards for any race-based deck, and the Soldier deck is no exception. This all-*Onslaught* deck assembles an army of Soldiers that can beat down any opposition. Together, Mobilization and Shared Triumph have the potential to break a game wide open by beefing up your ever-increasing swarm of Soldier tokens. Get any Soldier together with Catapult Squad and the enemy doesn't stand a chance. Whipcorder is a nice way to lock down dangerous opposing creatures, while the Gustcloak creatures sail boldly into battle turn after turn. Piety Charm's ability to give a Soldier +2/+2 in battle can save an attacker or deal those last crucial points of damage. Feel free to customize the deck: Daru Encampment or your favorite Soldiers from other sets would be fine additions.



# Birds

## Flighty Birds

Thoughtbound Primoc started out as a beefy 2/3 aven for 1<sup>B</sup> whose loyalty depended on players' hand sizes. The player with the most cards gained control of the creature. However, the development team saw two things wrong with that version of the card. First, it was a missed opportunity to put another tribal card in the set, so its drawback was changed to key off of the number of Wizards in play. Second, the wandering nature of its drawback was out of flavor for blue and would be better suited to either red or green. Since green doesn't have good fliers, the card switched to red and became a Bird Beast (the first one ever).



## Changing the Pecking Order

You may have noticed that the number of white creatures in the *Odyssey* block with flying was higher than it had been in previous blocks, and the *Onslaught* set continues this trend. In the past, white got mostly small, cheap creatures with useful special abilities, and blue got most of the flying creatures. However, as time went on, an imbalance appeared. Since flying is one of the best ways for creatures to evade blockers, blue became a little too powerful. It just wasn't fair for blue to have counterspells, "bounce" spells, card drawing, and all the fliers. Meanwhile, white seemed to have less than its fair share of cool stuff. So R&D killed two birds with one stone (pun intended) by putting more good creatures with flying into white.



Illus. Dan Frazier

## Birds of a Different Feather

In southern Otaria, aven come in a much wider variety than the warrior birds seen during the *Odyssey* block. Since creature types matter so much in this set, R&D wanted to emphasize the differences between the various aven occupations. Using the visual distinction between different species of birds seemed like a good fit. The Bird Soldiers, like their Northern Order kin, are based on birds of prey, such as hawks and eagles. The less martial Bird Wizards and Bird Clerics, on the other hand, are derived from owls and gulls.




Illus. Randy Gallegos

Background illustration by John Avon



# Wizards

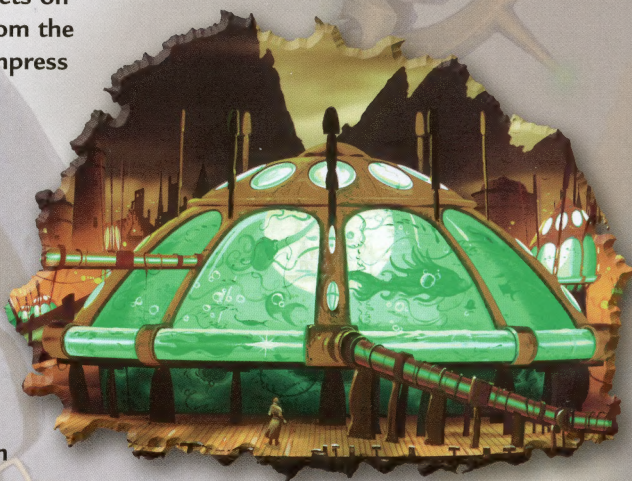
## Big and Scary

Arcanis the Omnipotent is one of five “pit-fighter champions” in the *Onslaught* set. With their impressive stats and abilities, these amazing six-mana Legends show off what their colors do best. As gladiators, their names are known across Otaria. But once upon a time, these champions kept even more exclusive company than they do now. Early in development, these creatures cost only five mana, but it was *all* colored mana. That meant that Arcanis cost ! Even at their final costs, these champions of the pits should dominate any arena they enter.



## Caught in the Riptide

The Riptide Project is one of the best-kept secrets on Otaria. It even manages to hide its existence from the powerful Cabal, which is no easy task. After Empress Llawan solidified her hold on the throne of the cephalid empire, she decided that her people’s prejudice against air-breathers had to end. So she established an alliance between her best sorcerers and some powerful Otarian wizards. This collaboration was designed to research magic for the benefit of both humans and cephalids, and the Riptide Project is the result. Hidden off the southeastern coast of the continent, the Project is constantly experimenting with all forms of magic. The results from these experiments are often unknown even to the Project’s top researchers—which is exactly the way the wizards want things to be.



Illus. John Avon

## Mighty Morphers

Does the *Onslaught* expansion symbol look vaguely familiar? Check out some card art. Before creatures with morph change into their evolved forms, they appear featureless and spiderlike. This hidden form was the inspiration for the set’s expansion symbol. Disruptive Pitmage is one of the many cards that shows a creature with morph breaking out of its shell and revealing its true self. In fact, it seems that wizards really do a lot with these spiderlike shells. Backside shows a beast being forced back into its undeveloped state, and Ixidor, Reality Sculptor’s art shows him raising morph creatures from the desert sands.



Background illustration by Kev Walker



Illus. Darrell Riche



# Zombies

## Bonus Round

The five *Onslaught* Couriers, nicknamed “creature enchantments on legs,” weren’t nearly as focused in the initial design file as they are now. Each of them could help out two creature types rather than one, and the ability pumped up each creature by a huge +3/+3. For example, Frightshroud Courier gave a bonus to either a Zombie or a Cleric, and Ghosthelm Courier (which at that time made a creature unblockable) affected a Bird or a Beast! Playtesting showed that these cards were a little too generous, but more importantly, it showed that they were needlessly complicated. So now the bonus is a reasonable +2/+2 and the Couriers affect only creatures of their own types—including themselves.



## Moving Day

Aphetto City, the newest *Magic* setting, may be familiar to you if you’ve read the novel *Chainer’s Torment* by Scott McGough. The Cabal has two major cities on Otaria, both near the eastern coast. The northern one was the Cabal’s main headquarters until the city was destroyed by Chainer during the events of the *Torment* set. The southern one is Aphetto, and that’s where the Cabal Patriarch went after the northern city was razed. Of course, wherever the Cabal goes, corruption follows. Aphetto is a city steeped in intrigue and death. Some local wizards are little more than glorified thieves, while others deal in shady goods and information. The constant pit fights and dark magic have put the city into a permanent state of fear. Zombies and other lowlifes roam the streets, and no one with a shred of conscience stays out after dark. Aphetto is just the sort of place where the Cabal can thrive.



Illus. Dany Orizio

## “Tribal” Lands

In the beginning, there were three. When the *Onslaught* development process began, the only tribal lands in the set were Goblin Burrows, Riptide Laboratory, and Wirewood Lodge, all of which were rare. But after another cycle of lands was cut from the set, R&D decided to use those empty spots to reinforce the tribal aspects of the *Onslaught* set. Each major race was given a land of its own that’s somehow connected to its flavor. Since Zombies are reanimated corpses, it’s only fitting that their land, Unholy Grotto, would bring them back from the dead—again.




Background illustration by Jeff Easley



# Goblins

## Why Goblins Shouldn't Play with Matches

Did you know that blazing Goblins are dangerous? R&D found that out the hard way while fleshing out the *Onslaught* Goblins and their supporting tribal cards. The *Fallen Empires* favorite Goblin Grenade was in the set for a while, along with “Goblin Fire Mage,” a 1/1 Goblin for 1  that gave all Goblins +4/+0 . . . and destroyed all Goblins at the end of the turn.

When all those self-destructive Goblins got together, they were nearly unstoppable, often dealing 20 damage by the fourth turn. R&D soon had enough of those quick (and uninteresting) games. Goblin Grenade was yanked from the set completely, and Goblin Fire Mage turned into the card we know today as Goblin Pyromancer.



## The Name of the Game

Since *Odyssey* block, the card-naming team has been stretching the boundaries of what a Magic card name can look and sound like. Some early tries at broadening the horizon were *Dwell on the Past* and *Pay No Heed*. Not only does mixing things up provide the naming team with many more options to choose from, but it leads to greater variety.

In the *Onslaught* set, *Kaboom!* is the naming team's latest experiment. It's the first card to sound like its effect (that's *onomatopoeia* for those of you who like big words), and it's also the first tournament-legal card with punctuation at the end of its name. If you're going to try out something strange, where better than on a weird multiplayer card that pictures a goblin gamer?



Illus. Wayne England

## I Want It Now!

With classic black mana-producing cards like *Dark Ritual* and *Blood Pet* still fresh in the minds of most players, it might seem odd that red suddenly gets to make mana with cards like *Brightstone Ritual* and *Skirk Prospector*. Why aren't these black cards that key off of *Zombies*? The answer is attitude. Of the five Magic colors, red is the color of spontaneous action and recklessness. It doesn't care what it takes to get something, as long as its needs are satisfied *now*. *Brightstone Ritual* and *Skirk Prospector* both trade current resources for immediate gain, and that makes them typical red cards.

Background illustration by Trevor Hairsine



Illus. Doug Chaffee



# Beasts

## When Beasts Attack!

After R&D decided to use the creature type *Beast* for most red and green midsize *Onslaught* creatures, rejecting Elemental, Centaur, and Insect, the Art department's work had only begun. They needed to come up with some kind of visual shorthand that would set *Onslaught* Beasts apart from other creatures. The Magic art directors finally settled on one idea: bonespurs. Every Beast has some kind of spur or horn sticking out of its body. Spurred Wolverine's bonespurs, made of a red crystalline substance, are some of more obvious ones in the set. See if you can find the spurs on each Beast.



Illus. Daren Bader

## When Beasts Come Back!

Some of the coolest images of Magic creatures come from an artist's inspiration. The art description for the *Torment* card *Parallel Evolution* called for two beasts running through the Krosan Forest. (At that time, *Parallel Evolution* put two Beast tokens into play.) When R&D saw the art, they liked the animals Matt Cavotta had invented so much that they just had to reuse those creatures in a future set. When *Onslaught* came around, R&D made sure there was a place for these neat-looking creatures. *Run Wild* and *Snarling Undorak* are the result.



Illus. Alan Pollack



Illus. Justin Sweet



## When Beasts Feel Blue!

The *Onslaught* set's blue Beasts, *Graxiplon* and *Slipstream Eel*, show why the Magic team uses the Beast creature type in the first place. In the not-so-distant past, a medium-sized blue creature might have been a Crab, a Turtle, or even something invented, like a *Homarid*. However, it's been a long-term goal of R&D to reduce the number of creature types in use. The

*Onslaught* set certainly wouldn't be as interesting or powerful if there were lots of creatures like the *Legends*® card *Devouring Deep* . . . which had creature type "Devouring Deep." Today, these fantastical blue creatures fall under the heading *Beast*, just like red and green creatures do.

Can you name the expansion that had the first blue Beasts? What about the set with the most blue Beasts?\*



Illus. Mark Tedin



Illus. Ian McCaig

Background illustration by Kev Walker



# Elves

## Ode to Titania

One of the many *Onslaught* cycles is a group of creatures that each tap for an effect that depends on the number of creatures in play that share their type. During playtesting, these were nicknamed the “Titania” creatures in deference to the *Urza’s Saga*™ card Priest of Titania. In fact, Priest of Titania was actually supposed to be in this cycle, but when combined with the other good *Onslaught* Elves, it routinely gave players access to six or even eight mana on the third turn. Another version of the Elf card untapped a creature for each Elf in play, but that had the same problem. By targeting itself and some mana-producing buddies, that version of the Titania Elf was also able to produce insane amounts of mana. The development team finally stopped the madness with the simple life-gaining ability of Wellwisher.



## Tournament Deck

### Little Green Men

#### Creatures (36)

- 2 Elvish Archers
- 4 Elvish Champion
- 2 Elvish Lyrist
- 2 Elvish Pioneer
- 2 Elvish Scrapper
- 4 Elvish Vanguard
- 2 Elvish Warrior
- 1 Everglove Courier
- 4 Heedless One
- 4 Llanowar Elves
- 2 Seeker of Skybreak
- 1 Silvos, Rogue Elemental
- 1 Taunting Elf
- 1 Voice of the Woods
- 2 Wellwisher
- 2 Wirewood Herald

#### Spells (4)

- 2 Coat of Arms
- 2 Wirewood Pride

#### Lands (20)

- 18 Forest
- 2 Wirewood Lodge



Illus. Pete Venters

This deck’s basic strategy is simple: the more Elves you have in play, the better. First play out Elves that give you extra mana, like Llanowar Elves and Elvish Pioneer, then drop the others as quickly as possible. With this plan in mind, Elvish Vanguard becomes especially important: The +1/+1 counters it accumulates will really add up with all the cheap Elves in the deck. Elvish Warrior is another great second-turn play. At 2/3 for two mana, the Warrior blocks face-down morph creatures quickly and easily. Once you have your Elvish army in play, it’s time to rally your forces for the win. Use Voice of the Woods to pump out 7/7 Elemental tokens or supersize your army with Elvish Champion and Coat of Arms. Elves may be environmentally friendly, but that doesn’t mean they’re wimps.



# Illusions

## Filling Out the Mistforms

You've already read about the eight main *Onslaught* creature types, but R&D considers the Illusions, all cards with "Mistform" in their names, to be "the ninth creature type." What *Onslaught* cards do the Mistform creatures combo with? Try finding one that *doesn't* interact well with these tricksters. Although no tribal cards in the set specifically affect Illusions, the Illusions' ability to change their own creature type makes them a good match with just about any tribal effect. The possibilities are almost limitless.

Two Mistform cards that deserve special attention are Mistform Mask and Mistform Mutant. Both can change the type of a creature you don't control, making for some interesting strategies. They can reduce the effectiveness of an opponent's tribal cards or increase the scope of yours—especially a nasty one like Endemic Plague. The Mask can even serve as a form of removal, since it can change an opposing creature into a Legend or a Wall!



Illus. Monte Michael Moore



## Mutant Mania

With all the attention the major *Onslaught* creature types are getting, it's easy to overlook the fact that Mistform Mutant is the first and only **Magic** Mutant. The Mutant creature type was created to mark creatures that have been particularly warped by the Mirari's power. As the artifact's magic leaks out of the Krosan Forest, it changes everything it touches. At first, the mutations are minor, but the Mirari's effects are sure to become more and more serious as time goes on. A Mutant creature might be especially large or have unusual abilities. Mistform Mutant is the only Illusion that can affect a creature besides itself, and it has an unusual and chaotic appearance. If the Mirari is able to affect an Illusion so radically, how will it impact the rest of Otaria? You'll find out soon enough . . .

## Changes, Changes, Changes

The choice of creature type for the Mistform creatures sparked a minor debate within the **Magic** creative team. The question came down to exactly *how* these creatures transformed into other kinds of creatures. If a Mistform creature physically changed into, say, a Goblin, then the creature type Shapeshifter seemed appropriate. However, if the Mistform creature only changed its outward appearance to a rough resemblance of a Goblin, then Illusion would be a better choice. Either creature type would have worked, but in the end, Illusion won out.



Illus. Matthew Mitchell

Background illustration by Glen Angus



# Guest Stars

## Casting Call

While the *Onslaught* game mechanics focus on just a few creature types, R&D didn't let other favorite types pass by without notice. In all, nearly forty different creature types appear in the *Onslaught* set (many of them on creatures with more than one type). While most of the less-represented creature types were thrown in for fun, like Specter and Orgg, others were more carefully planned. For example, Callous Oppressor was deliberately envisioned as a Cephalid to tie in with the *Odyssey* block and Whipcorder is a welcome addition to decks featuring Masques block Rebels.

Here's the complete count of *Onslaught* creature types:

Beast	29	Cat	3	Dwarf	1
Cleric	26	Druid	3	Elemental	1
Wizard	23	Wall	3	Golem	1
Zombie	21	Dragon	2	Gorgon	1
Soldier	19	Giant	2	Mercenary	1
Elf	17	Wurm	2	Mutant	1
Goblin	17	Angel	1	Nomad	1
Bird	16	Barbarian	1	Ogre	1
Legend	7	Basilisk	1	Orgg	1
Illusion	6	Centaur	1	Rebel	1
Lord	6	Cephalid	1	Shapeshifter	1
Avatar	5	Clone	1	Specter	1
Insect	4	Demon	1	Spider	1

## It's Not Easy Being Green



After Kamahl turned to green magic in the *Onslaught* story, the development team faced the challenge of representing the transformed hero on a card. But how? Although Kamahl had renounced his warlike ways, he couldn't be a weakling. On the other hand, the new Kamahl couldn't be so strong that it overshadowed his *Odyssey* card. R&D considered making the green Kamahl a 1/6 creature—flipping his *Odyssey* stats—with an activated ability that gave him +5/-5 until end of turn, but a 1-power Kamahl just didn't seem strong enough. In the end, the new Kamahl wound up as a 4/3 creature (which still adds up to a total power and toughness of 7), with abilities just as impressive as the old Kamahl's.



## Cloning Clone

While the name on the *Onslaught* set's Clone is the same as on the classic Alpha card and the new version's art is clearly a direct tribute to its predecessor, the rules text on the two cards looks very different. A glance at both cards shows that the old wording looks almost microscopic next to the reprint's. Thanks to modern Magic rules and text standards, the text on Clone was able to be cut almost in half, from a bloated forty-seven words to a sleek, simple twenty-five.

Background illustration by Kev Walker



# ONSLAUGHT™

## Card Encyclopedia

The *Onslaught* Card Encyclopedia shows the entire *Onslaught* card set. To keep track of your cards, just turn to the checklist on page 38.





**Aphetto Vulture** 1 1 3

Creature — Zombie Bird

**Flying**

When Aphetto Vulture is put into a graveyard from play, you may put target Zombie card from your graveyard on top of your library.

Illus. Tony Szaudelo 3/2

**Avarax the Omnipotent** 3 4 4

Enchantment — Wizard Sagard

☉: Draw three cards.

☉ ♦ ♦: Return Avarax the Omnipotent to its owner's hand.

*He has journeyed where none have been before. Now he returns to ensure that none follow.*

Illus. Jason Boren 3/4

**Barkhid Evolution**

Enchant

Change the text of target spell or permanent by replacing all instances of one creature type with another. The new creature type can't be Legend or Wall. (This effect doesn't end at end of turn.)

Illus. Steve Meyers 3/4

**Ascending Aven** 2 4 4

Creature — Bird Soldier

**Flying**

Ascending Aven may block only creatures with flying.

Morph ☉ ♦ ♦ (You may play this face down as a 2/2 creature for ☉. Turn it face up any time for its morph cost.)

Illus. Mark Rosewater 3/2

**Barren Moor** 2 \*

Enchantment

Whenever a player cycles a card, you may remove target creature from the game. If you do, return that creature to play under its owner's control at end of turn.

*"The hum of the universe is never off-key."*  
—Mystic elder

Illus. Greg Staples 2/4

**Barkhid** 1 \*

Enchantment

Put target enchantment on top of its owner's library.

Cycling ☉ (☉, Discard this card from your hand; Draw a card.)

*Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.*

Illus. Greg Staples 1/4

**Battering Craghorn** 2 \*\* \*

Creature — Beast

Whenever a creature deals damage to you, put a gold counter on it.

Each creature with a gold counter on it is a Wall in addition to its other creature types. (Walls can't attack.)

When Battering Craghorn leaves play, remove all gold counters from all creatures.

Illus. Greg Staples 2/4

**Avaxax** 3 3 3

Creature — Beast

Haste

When Avaxax comes into play, you may search your library for a card named Avaxax, reveal it, and put it into your hand. If you do, shuffle your library.

1 ♦: Avaxax gets +1/+0 until end of turn.

Illus. Greg Staples 3/3

**Aven Hazzard** 3 \*\* \*

Creature — Bird Soldier

**Flying**

All other Birds get +1/+1. All other Soldiers get +1/+1.

*He represents what little pride the Order has left.*

Illus. Greg Staples 3/3

**Aven Fateshaper** 4 4

Creature — Bird Wizard

**Flying**

When Aven Fateshaper comes into play, look at the top four cards of your library, then put them back in any order.

☉ ♦ ♦: Look at the top four cards of your library, then put them back in any order.

Illus. Greg Staples 4/5

**Aven Fateshaper** 3 \*\* \*

Creature — Bird Wizard

**Flying**

☉ ♦ ♦: Look at target face-down creature.

*"Every question has a proper answer. Every soul has a proper place."*

Illus. Greg Staples 3/3

**Barkhid** 1 4

Enchant

Turn target creature with morph face down.

Cycling ♦ ♦ ♦ (Discard this card from your hand; Draw a card.)

*Some things are better left unknown.*

Illus. Greg Staples 1/4

**Barkhid Mauler** 4 4

Creature — Beast

Cycling 2 (2, Discard this card from your hand; Draw a card.)

*Anywhere else they would be hunted for their skins, but in Wirewood, they are safe.*

Illus. Greg Staples 4/4

**Barren Moor** 4 4

Enchantment

Barren Moor comes into play tapped.

☉: Add ☉ to your mana pool.

Cycling ☉ (☉, Discard this card from your hand; Draw a card.)

Illus. Greg Staples 4/4

**Battering Craghorn** 3 1

Creature — Beast

First strike

Morph 1 ♦ ♦ (You may play this face down as a 2/2 creature for ☉. Turn it face up any time for its morph cost.)

*Their skeletons can be found all over Skirk Ridge, tangled in each other's horns.*

Illus. Mark Rosewater 3/1

**Battering Craghorn** 1 \*

Enchantment

☉: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of Clerics in play.

*"Death never stops to rest. Neither can we."*

Illus. Greg Staples 1/1







**Chain of Axes** 3 ♦♦

Tap five untapped Soldiers you control: Remove target creature from the game.  
*"There's no 'I' in 'team', but there's a 'we' in 'weapon'."*

Illus. Thomas Sayers

**Catapult Squad** 1 ♦

Tap two untapped Soldiers you control: Catapult Squad deals 2 damage to target attacking or blocking creature.  
*Together they could hit anything between the heavens and the horizon.*

Illus. Scott Brice

**Centaur Glade** 3 ♣♣

Enchantment  
 2 ♣♣: Put a 3/3 green Centaur creature token into play.  
*The Mirari called to the centaurs, and all who heard it were forever changed.*

Illus. Alex Heryns (Mirari)

**Chain of Acid** 3 ♣

Sorcery  
 Destroy target noncreature permanent. Then that permanent's controller may copy this spell and may choose a new target for that copy.

Illus. Ron Sprenck

**Chain of Plasma** 1 ♣

Chain of Plasma deals 3 damage to target creature or player. Then that player or that creature's controller may discard a card from his or her hand. If the player does, he or she may copy this spell and may choose a new target for that copy.

Illus. Greg Ruckell

**Chain of Silence** 1 ♦

Prevent all damage target creature would deal this turn. That creature's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Illus. Michael Chou

**Chain of Smog** 1 ♣

Sorcery  
 Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy.

Illus. Greg Staples

**Chain of Vapor** 1 ♣

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Illus. Greg Staples

**Charging Slateback** 4 ♣

Creature — Beast  
 Charging Slateback can't block.  
 Morph 4 ♣ (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)  
*Goblins prize its hide for building rock sled runners.*

Illus. Mark Taver

**Choking Tethers** 3 ♣

Tap up to four target creatures.  
 Cycling 1 ♣ (1 ♣, Discard this card from your hand: Draw a card.)  
 When you cycle Choking Tethers, you may tap target creature.

Illus. Greg Staples

**Circle of Solace** 3 ♦

As Circle of Solace comes into play, choose a creature type.  
 Cycling 1 ♦ (1 ♦, Discard this card from your hand: Draw a card.)  
 1 ♦: The next time a creature of the chosen type would deal damage to you this turn, prevent that damage.

Illus. Greg Staples

**Clone** 3 ♣

As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature.

Illus. Greg Staples

**Command Rain** 2 ♣

Until end of turn, target creature you control gains "When this creature deals combat damage to a player, you may have it deal damage equal to its power to target creature that player controls."

Illus. Scott Brice

**Complicate** 2 ♣

Counter target spell unless its controller pays 3.  
 Cycling 2 ♣ (2 ♣, Discard this card from your hand: Draw a card.)  
 When you cycle Complicate, you may counter target spell unless its controller pays 1.

Illus. Scott Brice

**Coerced Gifts** 1 ♣

♣: Add 1 to your mana pool.  
 ♣♣, ♣♣: Choose target Beast you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

Illus. Artists & Writers

**Conspicuous Gifts** 1 ♦♦♦

At the beginning of your upkeep, if you have 5 life or less, you gain 3 life and draw a card.  
*Enlightenment comes most swiftly at life's end.*

Illus. Greg Staples







**Haunting Hermit** 4\*



Enchantment — Cleric

If a source would deal damage to a Cleric you control, prevent 1 of that damage.

*"I will wield the stone of my homeland as though it were the fists of the Ancestor."*

Illus. Tony Szaezadlo 3/1

**Dawning Purist** 2\*



Enchantment — Cleric

Whenever Dawning Purist deals combat damage to a player, you may destroy target enchantment that player controls.

Morph 1\* (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Tony Szaezadlo 1/2

**Death Match** 1



Enchantment

Whenever a creature comes into play, that creature's controller may have target creature of his or her choice get -3/-3 until end of turn.

*The Cabal breeds many things for the pit fights, but it never breeds compassion.*

Illus. Rick Post 1/1

**Death Pulse** 1



Instant

Target creature gets -4/-4 until end of turn.

Cycling 1 (1, Discard this card from your hand; Draw a card.)

When you cycle Death Pulse, you may have target creature get -1/-1 until end of turn.

Illus. Tony Szaezadlo 1/1

**Deliverance** 3\*



Instant

Creatures of the type of your choice get +0/+4 until end of turn.

*"Only on the battlefield can we repay all the Order has given us."*

Illus. Tony Szaezadlo 1/1

**Deny Us** 1\*



Instant

Destroy target enchantment.

*"The truth will outshine all lies."*

Illus. Tony Szaezadlo 1/1

**Dirge of Dread** 1



Sorcery

All creatures gain fear until end of turn. (They can't be blocked except by artifact creatures and/or black creatures.)

Cycling 1 (1, Discard this card from your hand; Draw a card.)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Illus. Heather Hudson 1/1

**Disciple of Dawn** 1\*



Enchantment — Cleric

Protection from black

Cycling 2 (2, Discard this card from your hand; Draw a card.)

Dread was as foreign to her as the landscape ahead.

Illus. Tony Szaezadlo 1/2

**Disciple of Malice** 1



Creature — Cleric

Protection from white

Cycling 2 (2, Discard this card from your hand; Draw a card.)

The lantern he carried did not light his way—it signaled his approach.

Illus. Matt Cavotta 1/2

**Disembigorate** 2



Instant

Counter target spell. Look at the top four cards of your library, then put them back in any order.

*"I said 'pick his brain,' not 'tear off his head.'"*

—Riptide Project researcher

Illus. Tony Szaezadlo 1/1

**Dispersing Cloud** 3



Enchantment — Cleric


3, Sacrifice a permanent: Return target permanent to its owner's hand.

*"Like the seas, the Ether is fickle and ever-changing. If we can control one, we can master the other."*

—Riptide Project director

Illus. Tony Szaezadlo 1/1

**Disruptive Struggle** 2



Instant

Counter target spell unless its controller pays 1.

Morph 1 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

*"Show weakness to hide your strength."*

Illus. Tony Szaezadlo 1/1

**Dive Bomber** 3\*



Enchantment — Cleric

Flying

2, Sacrifice Dive Bomber: Dive Bomber deals 2 damage to target attacking or blocking creature.

*"Your graves will lie beneath my final nest."*

Illus. Tony Szaezadlo 2/2

**Doom Cannon** 1



Artifact

As Doom Cannon comes into play, choose a creature type.

3, Sacrifice a creature of the chosen type: Doom Cannon deals 3 damage to target creature or player.

Illus. Matthew Mitchell 1/1

**Doomed Necromancer** 2



Creature — Cleric Mercenary

2, Sacrifice Doomed Necromancer: Return target creature card from your graveyard to play.

*"His sacrifice shall not be forgotten. Now toss his body over there with the others."*

—Phage the Untouchable

Illus. Mark Brill 2/2

**Doubtless One** 3\*



Enchantment — Cleric

Doubtless One's power and toughness are each equal to the number of Clerics in play.

Whenever Doubtless One deals damage, you gain that much life.

*"Share your devotion with me."*

Illus. Tony Szaezadlo 1/1



**Dragon Roost** (1)

Instant

5: Put a 5/5 red Dragon creature token with flying into play.

*A powerful mage created the roost to guard a portal between the planes. The mage is long gone, but dragons still keep watch at the gate.*

Illus. Luis Zayas

**Dream Chisel** (2)

Artifact

Face-down creature spells you play cost 1 less to play.

*Itself a product of Exidor's tortured psyche, the chisel brings his darkest dreams to life.*

Illus. Ron Spears

**Dwarven Blastminer** (1)

Creature — Dwarf

2: Destroy target nonbasic land.

Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

*"Life is too short for something like a hunk of rock to get in my way!"*

Illus. Gary Raskin

**Ebonblade Reaper** (2)

Creature — Cleric

Whenever Ebonblade Reaper attacks, you lose half your life, rounded up.

Whenever Ebonblade Reaper deals combat damage to a player, that player loses half his or her life, rounded up.

Morph 3 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Wayne England

**Elven Riders** (3)

Creature — Elf

Elven Riders can't be blocked except by creatures with flying and/or Walls.

*"Woodland cannot hide great size. Only with speed and skill can we survive here."*

Illus. Dan Scott

**Elvish Guidance** (2)

Enchant — Land

Whenever enchanted land is tapped for mana, its controller adds 1 to his or her mana pool for each Elf in play.

*"Old home never forgotten, new home ours forever."*

Illus. Greg & Tim Hultstrom

**Elvish Harbinger** (3)

Creature — Elf

2: Target Elf gains forestwalk until end of turn.

*In harsh times, the strongest currency is cooperation.*

Illus. Todd Lockwood

**Elvish Pioneer** (1)

Creature — Elf Druid

When Elvish Pioneer comes into play, you may put a basic land card from your hand into play tapped.

*"Destruction is the work of an afternoon. Creation is the work of a lifetime."  
—Kamahl, druid acolyte*

Illus. Christopher Rush

**Elvish Scrapper** (2)

Creature — Elf

1: Sacrifice Elvish Scrapper. Destroy target artifact.

*"The stories tell of a distant time when machines overran the forests, destroying everything that lived. That time will not come again."*

Illus. Edward P. Bernard, Jr.

**Elvish Vanguard** (1)

Creature — Elf

Whenever another Elf comes into play, put a +1/+1 counter on Elvish Vanguard.

*"Our lives are woven together like the trees' branches over our heads, forming a canopy that protects us all."*

Illus. Greg Auer

**Elvish Warrior** (2)

Creature — Elf

*"My tales of war are the stories most asked for around the fires at night, but they're the ones I care least to tell."*

Illus. Christopher Sheffer

**Embermage Goblin** (3)

Creature — Goblin Wizard

When Embermage Goblin comes into play, you may search your library for a card named Embermage Goblin, reveal it, and put it into your hand. If you do, shuffle your library.

Embermage Goblin deals 1 damage to target creature or player.

Illus. Ross Venturi

**Enchantress's Presence** (2)

Enchantment

Whenever you play an enchantment spell, draw a card.

*"The wise learn from successes as well as mistakes."*

Illus. Rebecca Gray

**Enderic Plague** (3)

Sorcery

As an additional cost to play Enderic Plague, sacrifice a creature.

Destroy all creatures that share a creature type with the sacrificed creature. They can't be regenerated.

Illus. Nelson DeCastro

**Entrails Feaster** (3)

Creature — Zombie Cat

At the beginning of your upkeep, you may remove a creature card in a graveyard from the game. If you do, put a +1/+1 counter on Entrails Feaster. If you don't, tap Entrails Feaster.

Illus. John Matson

**Erratic Explosion** (2)

Sorcery

Choose target creature or player. Reveal cards from the top of your library until you reveal a nonland card. Erratic Explosion deals damage equal to that card's converted mana cost to that creature or player. Put the revealed cards on the bottom of your library in any order.

Illus. Gary Raskin



**Reality Fracture** 3

Reality

Return two target creatures to their owners' hands.

Cycling 2 ♦ (2 ♦, Discard this card from your hand; Draw a card.)

"Shaping reality is simply a matter of knowing where to apply pressure."  
—Exidor, reality sculptor

Illus. Wayne England

**Everglove Courier** 2

Creature — Elf

You may choose not to untap Everglove Courier during your untap step.

2 ♦, ♠: As long as Everglove Courier remains tapped, target Elf gets +2/+2 and has trample.

Illus. Dyrrell Beal

**Exalted Angel** 4

Creature — Angel

Flying

Whenever Exalted Angel deals damage, you gain that much life.

Morph 2 ♦♦ (You may play this face down as a 2/2 creature for ♠. Turn it face up any time for its morph cost.)

Illus. Michael Sauter

**Explosive Vegetation** 3

Sorcery

Search your library for up to two basic land cards and put them into play tapped. Then shuffle your library.

Torching Kroso would be pointless. It grows faster than it burns.

Illus. John Avon

**Fetch from Memory** 2

Instant

Remove target card in a graveyard from the game.

Cycling ♠ (♠, Discard this card from your hand; Draw a card.)

Proper burial is a luxury Otarians can no longer afford.

Illus. David Martin

**Fallen Cleric** 1

Creature — Zombie Cleric

Protection from Clerics

Morph 4 ♠ (You may play this face down as a 2/2 creature for ♠. Turn it face up any time for its morph cost.)

The most terrifying zombies are those with just a hint of their old selves left.

Illus. Dave Dorman

**False Cure** 2

Instant

Until end of turn, whenever a player gains life, that player loses 2 life for each 1 life he or she gained.

"I do unto others as others have done unto me."  
—Phage the Untouchable

Illus. Bradley Williams

**Fleeing Frenzy** 2

Instant

Target creature gets -X/-X until end of turn, where X is the number of Zombies in play.

It wasn't as much a strategy as a dim instinct to drown their prey.

Illus. Nelson De Castro

**Festering Goblin** 2

Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa

**Fever Charm** 1

Instant

Choose one — Target creature gains haste until end of turn, or target creature gets +2/+0 until end of turn; or Fever Charm deals 3 damage to target Wizard.

Illus. David Meyer

**Flamestick Courier** 2

Creature — Goblin

You may choose not to untap Flamestick Courier during your untap step.

2 ♦, ♠: As long as Flamestick Courier remains tapped, target Goblin gets +2/+2 and has haste.

Illus. Luke Zyzanski

**Fleeting Aven** 1

Creature — Bird

Flying

Whenever a player cycles a card, return Fleeting Aven to its owner's hand.

"Don't become so enthralled with magic that you forget you can fly without it."

Illus. Mike Lee

**Flooded Strand** 1

Land

♦: Pay 1 life, Sacrifice Flooded Strand; Search your library for a plains or island card and put it into play. Then shuffle your library.

Illus. Ben Alexander

**Foulmound Gnome** 1

Goblin

Protection from Goblins

Morph ♠ (You may play this face down as a 2/2 creature for ♠. Turn it face up any time for its morph cost.)

"Like any pests, goblins must be repelled quickly or they multiply."

Illus. Dale Seymour

**Forest** 1

Land

Illus. John Avon

**Forest** 1

Land

Illus. John Avon







**Goblin Sky Raider** 2



Creature — Goblin

Flying

The goblin word for "flying" is more accurately translated as "falling slowly."

Illus. David Drake 1/2

**Goblin Slader**



Creature — Goblin

Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

"Let's play 'slad.' Here's how it works: you're the slad."

Illus. Herb Stricker 1/1

**Goblin Taskmaster**



Creature — Goblin

1: Target Goblin gets +1/+0 until end of turn.

Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

For some reason, goblin fighting school isn't as crowded on day two.

Illus. Abner Loureiro 1/1

**Grand Coliseum**



Grand Coliseum comes into play tapped.

☞ Add 1 to your mana pool.

☞ Add one mana of any color to your mana pool. Grand Coliseum deals 1 damage to you.

**Grand Melee** 3



Enchantment

All creatures attack each turn if able. All creatures block each turn if able.

Hot blood washes away cold reason.

Illus. Henry Mahoney 2/1

**Gravel Slinger** 5 \*



☞ Target Elf or Soldier gets +2/+2 until end of turn.

"Everyone deserves a chance to live. My job is to make sure they get it."

Illus. Christopher Munch 2/1

**Gratuitous Violence** 2



Enchantment

If a creature you control would deal damage to a creature or player, it deals double that damage to that creature or player instead.

Only the Cabal could make a fight to the death more deadly.

Illus. Christopher Munch 2/1

**Gravel Slinger** 3 \*



☞ Gravel Slinger deals 1 damage to target attacking or blocking creature.

Morph 1\* (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Herb Stricker 1/3

**Gravespawn Sovereign** 4



Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex 3/3

**Graxiplon** 5



Graxiplon is unblockable unless defending player controls three or more creatures that share a creature type.

"Attempts to revive this ancient species have not been entirely successful, but results indicate potential for future development."

—Riptide Project researcher

Illus. Herb Stricker 3/4

**Grinning Demon** 6



Creature — Demon

At the beginning of your upkeep, you lose 2 life.

Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

It's drawn to the scent of screaming.

Illus. Mark Zug 6/6

**Gustcloak Harrier** 1 \*



Flying

Whenever Gustcloak Harrier becomes blocked, you may untap it and remove it from combat.

Banking steeply, the avien streaked toward the ground—and vanished.

Illus. Herb Stricker 2/2

**Gustcloak Runner** \*



Whenever Gustcloak Runner becomes blocked, you may untap it and remove it from combat.

Cabal spies trying to follow the Order's movements are constantly frustrated by tracks that stop dead.

Illus. Herb Stricker 1/1

**Gustcloak Sentinel** 4 \*



Flying

Whenever a creature you control becomes blocked, you may untap that creature and remove it from combat.

"Our death-arrows flew in high arcs towards the avien. And then... nothing."

—Coliseum guard

Illus. Herb Stricker 3/4

**Gustcloak Skirmisher** 2 \*



Whenever Gustcloak Sentinel becomes blocked, you may untap it and remove it from combat.

Entire platoons have mysteriously vanished from battle, leaving enemy weapons to slice through empty air.

Illus. Herb Stricker 3/3

**Gustcloak Skirmisher** 3 \*



Flying

Whenever Gustcloak Skirmisher becomes blocked, you may untap it and remove it from combat.

They're trained in the art of pressing their luck.

Illus. Herb Stricker 2/3

Onslaught Card Encyclopedia



**Head Mercy** 2\*

Each player chooses a creature type. Destroy all creatures that aren't of a type chosen this way. They can't be regenerated.

*"There is no greater burden than choosing who to save."*  
—Kamahl, druid acolyte

Illus. Randy Gallegos

**Haunted Cadaver**

Creature — Zombie

Whenever Haunted Cadaver deals combat damage to a player, you may sacrifice it. If you do, that player discards three cards from his or her hand.

Morph 1 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Randy Gallegos

**Head Games**

Sorcery

Target opponent puts the cards from his or her hand on top of his or her library. Search that player's library for that many cards. The player puts those cards into his or her hand, then shuffles his or her library.

Illus. Terese Nielsen

**Headhunter**

Creature — Cleric

Whenever Headhunter deals combat damage to a player, that player discards a card from his or her hand.

Morph (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Matt Cavotta

**Heedless One**

Creature — Elf Avatar

Trample

Heedless One's power and toughness are each equal to the number of Elves in play.

*"Channel your vitality through me."*

Illus. Mike Frazee

**Hystrodon**

Creature — Beast

Trample

Whenever Hystrodon deals combat damage to a player, you may draw a card.

Morph 1 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Matthew St. Williams

**Imagimancers**

Creature — Wizard

Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.

*"When Oatarians learned not to trust wizards, the wizards learned to adapt."*

Illus. Jesse Rees

**Impressible Archer** 3\*

Enchanted Creature

Enchanted creature gets +2/+5. Cycling 3 (3, Discard this card from your hand; Draw a card.)

*"I trust what I make for myself. Do you trust more what is made for you by another?"*

Illus. Jay Roffalo

**Infect**

Sorcery

All creatures get -2/-2 until end of turn.

*"It is from Phage that this evil springs, and to her it shall return."*  
—Akroma, angelic avenger

Illus. Ben Thompson

**Informant's Deal**

Spell — Wizard

Look at the top X cards of your library, where X is the number of Wizards in play, then put them back in any order.

*"One wizard is a suspect. Two wizards are a conspiracy."*  
—Eloish refugee

Illus. Jay Roffalo

**Inspire** 2\*

Instant

Untap target creature. It gets +2/+4 until end of turn.

*"We will force the Cabal into their own pits!"*

Illus. Kent Coffey

**Intimidate**

Sorcery

Untap all creatures and gain control of them until end of turn. They gain haste until end of turn.

*"Maybe they wanted to be on the winning side for once."*  
—Matoc, lavamancer

Illus. Adam Lee

**Invigorating Boon**

Enchantment

Whenever a player cycles a card, you may put a +1/+1 counter on target creature.

*"The Mirari's echoes rang in the scouts' minds long after they had returned from the Krosan Forest."*

Illus. Edward P. Brock Jr.

**Ironfist Crusher** 4\*

Creature — Soldier

Ironfist Crusher may block any number of creatures.

Morph (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Matt Cavotta

**Island**

Land

Tap for water.

Illus. Tony DiGirolamo

**Island**

Land

Tap for water.

Illus. Blakey Wilton





Onslaught Card Encyclopedia







**Mantain**

Land

—Hank Helder

**Mythic Proportions**

Enchant Creature

Enchanted creature gets +8/+8 and has trample.

*The blood of Kroxa turns rational beings into primal forces.*

—Iris Nelson

**Nameless One**

Enchant Creature

Nameless One's power and toughness are each equal to the number of Wizards in play.

Morph 2♦ (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

*"Open your mind to me."*

—Mark Rose

**Nantuko Husk**

Creature — Zombie Insect

Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.

*The soul sheds light, and death is its shadow. When the light dims, life and death embrace.*

—Nantuko teaching

—Iris Nelson

2/2

**Naturalize**

Instant

Destroy target artifact or enchantment.

*"From here, let the world be reborn."*

—Ron Spears

**Nosy Goblin**

Creature — Goblin

♦ Sacrifice Nosy Goblin: Destroy target face-down creature.

*To his surprise, Furt discovered that the strange creatures were not at all like bugs.*

—Thomas M. Bice

2/1

**Nova Cleric**

Creature — Cleric

♦♦♦ Sacrifice Nova Cleric: Destroy all enchantments.

*"Our noblest thoughts are our very first and our very last."*

—Mark Rose

1/2

**Oblation**

Instant

The owner of target nonland permanent shuffles it into his or her library, then draws two cards.

*"A richer person could give more but they could never give as much."*

—Ben Thompson

**Oversold Cemetery**

Enchantment

At the beginning of your upkeep, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand.

—Thomas M. Bice

**Overwhelming Instinct**

Enchantment

Whenever you attack with three or more creatures, draw a card.

*The biggest difference between a victory and a massacre is which side you're on.*

—Ron Spears

**Parallam**

Enchant Creature

Enchanted creature can't attack or block.

*Even those born to battle could only lay their blades at Akroma's feet.*

—Mark Rose

**Patriarch's Bidding**

Sorcery

Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from his or her graveyard to play.

*"Family plots are so convenient."*

—Gabal Patriarch

—Ben Thompson

**Pearlspear Courier**

Instant

You may choose not to untap Pearlspear Courier during your untap step.

♦♦♦ As long as Pearlspear Courier remains tapped, target Soldier gets +2/+2 and has "Attacking doesn't cause this creature to tap."

—Ron Spears

2/1

**Pier Pressure**

Instant

Choose a creature type. If you control more creatures of that type than any other player, you gain control of all creatures of that type. (This effect doesn't end at end of turn.)

—Edward P. Beech Jr.

**Pier Pressure**

Instant

Choose one — Destroy target enchant creature; or target Soldier gets +2/+2 until end of turn; or attacking doesn't cause creatures you control to tap this turn.

—Edward P. Beech Jr.

**Pinpoint Avalanche**

Instant

Pinpoint Avalanche deals 4 damage to target creature. The damage can't be prevented.

*"Some solve problems by thinking and talking. Others use rocks."*

—Toggo, goblin weaponsmith

—Iris Nelson







**Riptide Biologist** 1



Protection from Beasts  
Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)  
"I gave it two choices: life in the lab or death in the hunt."

1/2

**Riptide Chronologist** 5



4, Sacrifice Riptide Chronologist: Untap all creatures of the type of your choice.  
The wizard consulted the Riptide Project about how to further his research. He wasn't prepared for what they told him.

1/3

**Riptide Entrancer** 1



Whenever Riptide Entrancer deals combat damage to a player, you may sacrifice it. If you do, gain control of target creature that player controls. (This effect doesn't end at end of turn.)  
Morph 4 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

1/1

**Riptide Laboratory**



4: Add 1 to your mana pool.  
1: Return target Wizard you control to its owner's hand.

1/1

**Riptide Replicator** 8



Artifact  
As Riptide Replicator comes into play, choose a color and a creature type.  
Riptide Replicator comes into play with X charge counters on it.  
4: Put an XX charge token of the chosen color and type into play, where X is the number of charge counters on Riptide Replicator.

1/1

**Riptide Shapeshifter** 3



2, Sacrifice Riptide Shapeshifter: Choose a creature type. Reveal cards from the top of your library until you reveal a creature card of that type. Put that card into play and shuffle the rest into your library.

3/3

**Risky Move** 3



At the beginning of each player's upkeep, that player gains control of Risky Move.  
When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

1/1

**Rovir Hinderwing** 3



Flying, haste.  
In the smoldering ashes of Shivo, a few dragons strive to rebuild their native land. The rest seek any opportunity to restore the broken pride of their race.

6/5

**Rotlung Reanimator** 2



Creature — Zombie Cleric  
Whenever Rotlung Reanimator or another Cleric is put into a graveyard from play, put a 2/2 black Zombie creature token into play.

2/2

**Runesmithing Wizard** 3



2: Look at the top card of your library. You may put that card into your graveyard.  
"I've got everything you'd ever need right here. Just give me some time to find it."

2/2

**Run Wild**



Until end of turn, target creature gains trample and "4: Regenerate this creature."  
Whisperwood's beasts didn't seem to mind when the elves moved in. In fact, they hardly noticed them underfoot.

1/1

**Sage Aven** 1



Flying  
When Sage Aven comes into play, look at the top four cards of your library, then put them back in any order.  
From their mountain aeries, even scholars see far more than the distant horizon.

1/3

**Sword of the Sun** 2



Prevent all combat damage that would be dealt to and dealt by enchanted creature.  
"Those who live by the sword will die by the sword. I choose to do neither."

1/1

**Screaming Seahawk** 4



Flying  
When Screaming Seahawk comes into play, you may search your library for a card named Screaming Seahawk, reveal it, and put it into your hand. If you do, shuffle your library.

2/2

**Screeching Buzzard** 3



Flying  
When Screeching Buzzard is put into a graveyard from play, each opponent discards a card from his or her hand.

2/2

**Seas of Utopia**



Enchanted land is an island.  
"My vengeance will drown my enemies as my storms drown the desert."  
—Isidor, reality sculptor

1/1

Onslaught Card Encyclopedia







**Skirk Fire Marshal** 3

Creature — Goblin Lord

Protection from red  
Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.  
*He's boss because he's smart enough to get out of the way.*

2/2

**Skirk Inspector**

Creature — Goblin

Sacrifice a Goblin: Add to your mana pool.  
*"I like goblins. They make funny little popping sounds when they die!"*  
—Braids, dementia summoner

1/1

**Skittish Valkir** 6

Creature — Beast

At the beginning of your upkeep, flip a coin. If you lose the flip, turn Skittish Valkir face down.  
Morph 5 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

5/5

**Slate of Ancestry** 1

Artifact

4, Discard your hand: Draw a card for each creature you control.  
*The pattern of life can be studied like a book, if you know how to read it.*

Illus. Corey D. Macourek

**Slice and Dice** 4

Sorcery

Slice and Dice deals 4 damage to each creature.  
Cycling 2 (2, Discard this card from your hand: Draw a card.)  
When you cycle Slice and Dice, you may have it deal 1 damage to each creature.

Illus. Akira Yamaoka

**Slipstream Eel** 5

Creature — Beast

Slipstream Eel can't attack unless defending player controls an island.  
Cycling 1 (1, Discard this card from your hand: Draw a card.)  
*"It's a fine way to travel, if you don't mind the smell."*

6/6

**Smother** 1

Instant

Destroy target creature with converted mana cost 3 or less. It can't be regenerated.  
*"I can't hear them scream, but at least I don't have to listen to them beg."*  
—Phage the Untouchable

Illus. Carl Gribble

**Snapping Thragtroll** 4

Creature — Beast

Whenever Snapping Thragtroll deals combat damage to a player, you may have it deal 3 damage to target creature that player controls.  
Morph 3 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Lee Moxley

3/3

**Smirking Undorak**

Creature — Beast

2: Target Beast gets +1/+1 until end of turn.  
Morph 1 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)  
*Most creatures in the Krosan Forest feared the Mirari's power. A few fed upon it.*

Illus. Jaume Serra

3/3

**Solar Blast** 3

Instant

Solar Blast deals 3 damage to target creature or player.  
Cycling 1 (1, Discard this card from your hand: Draw a card.)  
When you cycle Solar Blast, you may have it deal 1 damage to target creature or player.

Illus. Arty Simpson

**Soulless One** 3

Creature — Zombie Avatar

Soulless One's power and toughness are each equal to the number of Zombies in play plus the number of Zombie cards in all graveyards.  
*"Surrender your soul to me."*

Illus. Thomas M. Baxa

**Sparksmith** 1

Creature — Goblin

Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.  
*"If it didn't hurt, how could I know it worked?"*

Illus. Jaume Serra

1/1

**Spined Basher**

Creature — Zombie Beast

Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)  
*"How cute. Does it do any other tricks?"*  
—Braids, dementia summoner

Illus. Thomas M. Baxa

3/1

**Spitfire Handler** 1

Creature — Goblin

Spitfire Handler can't block creatures with power greater than Spitfire Handler's power.  
: Spitfire Handler gets +1/+0 until end of turn.  
*"Wait 'til Togg sees this!"*

Illus. Jon Sorenson

1/1

**Spitting Gourna**

Creature — Beast

Spitting Gourna may block as though it had flying.  
Morph 4 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Heather Hudson

3/4

**Spurred Wolverine** 4

Creature — Beast

Tap two untapped Beasts you control: Target creature gains first strike until end of turn.  
*After a few painful experiences, goblins learned not to pick their noses around the beasts.*

Illus. Diego Bisho

3/2

Onslaught Card Encyclopedia







**Symbiotic Wurm** 5/7

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play. *The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.*

Illus. Matt Cune

**Syphon Mind** 1/1

Sorcery

Each other player discards a card from his or her hand. You draw a card for each card discarded this way. *When tempers run high, it's easy to lose your head.*

Illus. Jeff Esley

**Syphon Soul** 2/3

Sorcery

Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way. *As Phage drank their energy, a vague memory of Jeska stirred. Then she lost herself again in the joy of her victims' suffering.*

Illus. Ron Spear

**Taunting Elf** 0/1

Creature — Elf

All creatures able to block Taunting Elf do so. *The safety of the village depends on the beast thinking with its stomach.*

Illus. Roberto Estay

**Tempting Wurm** 5/5

Creature — Wurm

When Tempting Wurm comes into play, each opponent may put any number of artifact, creature, enchantment, and/or land cards from his or her hand into play. *Illus. Bob Peardon*

**Tephradern** 4/5

Creature — Beast

Whenever a creature deals damage to Tephradern, Tephradern deals that much damage to that creature. Whenever a spell deals damage to Tephradern, Tephradern deals that much damage to that spell's controller. *Illus. Paul Everett*

**Thoughtbound Drimon** 2/3

Creature — Bird Beast

Flying

At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Drimon. *Efforts to use them as spies failed when they kept reporting to the enemy.*

Illus. Jeff Meehan

**Thrashing Mudspawn** 4/4

Creature — Beast

Whenever Thrashing Mudspawn is dealt damage, you lose that much life. Morph 1 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) *It just obeys you. It doesn't like you.*

Illus. Thomas M. Basc

**Threaten** 1/1

Sorcery

Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. *Goblins' motivational techniques are crude, but effective.*

Illus. Mark Rose

**Thunder of Hooves** 3/3

Sorcery

Thunder of Hooves deals X damage to each creature without flying and each player, where X is the number of Beasts in play. *Illus. Jan Nelson*

**Towering Baloth** 7/6

Creature — Beast

Morph 6 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) *The Mirari twisted all that lived in the Kroasan Forest into gross mockeries of their former selves.*

Illus. Artur Szafer

**Trink Secrets** 1/1

Instant

Target opponent draws two cards, then you draw up to four cards. That opponent may repeat this process as many times as he or she chooses. *Illus. Ron Spear*

**Tranquil Thicket** 1/1

Land

Tranquil Thicket comes into play tapped. ♣: Add ♣ to your mana pool. Cycling ♣ (♣. Discard this card from your hand. Draw a card.) *Illus. Heather Hudson*

**Treesitting Lorian** 5/4

Creature — Beast

Morph 5 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) *No matter your strength, the Kroasan Forest is stronger. No matter your speed, the Wirewood Forest is faster.*

Illus. Heather Hudson

**Tribal Golem** 4/4

Artifact Creature — Golem

Tribal Golem has trample as long as you control a Beast, haste as long as you control a Goblin, first strike as long as you control a Soldier, flying as long as you control a Wizard, and ♣: Regenerate Tribal Golem as long as you control a Zombie. *Illus. Edward P. Beard, Jr.*

**Tribal Unity** 1/1

Instant

Creatures of the type of your choice get +X/+X until end of turn. *Kamahl left the violence of his former life behind him, but he still believes in the power of muscle.*

Illus. Ron Spear

Onslaught Card Encyclopedia







**Wheel and Deal** 3

Instant

Any number of target opponents each discards his or her hand and draws seven cards.  
Draw a card.

Illus. Alan Pollack  
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**Whirlwinder** \*\*

Creature — Soldier Rebel

\*: Tap target creature.  
Morph \* (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)  
His bolas whirl like galaxies, but it's his enemies who see stars.

Illus. Ron Spencer  
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**Windswept Heath**

Land

Pay 1 life, Sacrifice Windswept Heath: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Illus. Anthony S. Waters  
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**Wirewood Elf** 1

Creature — Elf

Add to your mana pool.  
"The land belongs to nature as far as our eyes can see. The higher we climb, the more we can see."

Illus. Jerry Tiritilli  
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**Wirewood Herald** 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.  
The goblins laughed as the elf ran away, until more came back.

Illus. Alex Horley-Orlandelli  
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**Wirewood Lodge**

Land

Add 1 to your mana pool.  
Untap target Elf.

Illus. Anthony S. Waters  
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**Wirewood Pride**

Instant

Target creature gets +X/+X until end of turn, where X is the number of Elves in play.  
"Though you may leave this haven we have found, may our strength never leave you."

Illus. Dave Dorman  
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**Wirewood Savage** 2

Creature — Elf

Whenever a Beast comes into play, you may draw a card.  
"She is truly Wirewood's child now."  
—Elvish refugee

Illus. DiTerlizzi  
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**Withering Hex** 2

Enchant Creature

Whenever a player cycles a card, put a plague counter on Withering Hex. Enchanted creature gets -1/-1 for each plague counter on Withering Hex.

Illus. Greg & Tim Hildebrandt  
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**Wooded Foothills**

Land

Pay 1 life, Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Illus. Rob Alexander  
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**Words of War** 2

Enchantment

The next time you would draw a card this turn, Words of War deals 2 damage to target creature or player instead.  
"Passions can't be shackled by laws or mastered with logic. The choice is freedom or death."  
—Volume IV, The Book of Fire

Illus. Justin Sweet  
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**Words of Waste** 2

Enchantment

The next time you would draw a card this turn, each opponent discards a card from his or her hand instead.  
"Terror corrupts order and paralyzes instinct."  
—Volume III, The Book of Decay

Illus. Jerry Tiritilli  
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**Words of Wilding** 2

Enchantment

The next time you would draw a card this turn, put a 2/2 green Bear creature token into play instead.  
"Instinct is undaunted by terror, unchained by logic. It is the path from which all other paths diverge."  
—Volume V, The Book of Life

Illus. Wayne England  
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**Words of Wind** 2

Enchantment

The next time you would draw a card this turn, each player returns a permanent he or she controls to its owner's hand instead.  
"Be logical in all things. Do not allow instinct or passion to cloud your mind."  
—Volume II, The Book of Insight

Illus. Eric Peterson  
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**Words of Worship** 2

Enchantment

The next time you would draw a card this turn, you gain 5 life instead.  
"The faithful don't succumb to terror, nor are they ruled by passion. They adhere to order, for order is life."  
—Volume I, The Book of Faith

Illus. Rebecca Guy  
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**Wretched Anurid** 1

Creature — Zombie Beast

Whenever another creature comes into play, you lose 1 life.  
The only price inside this frog is the one it ate.

Illus. Glen Angus  
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# Onslaught Card Checklist

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> 1 U Akroma's Blessing      | <input type="checkbox"/> 60 U Whipcorder               | <input type="checkbox"/> 119 C Trickery Charm       |
| <input type="checkbox"/> 2 R Akroma's Vengeance     | <input type="checkbox"/> 61 R Words of Worship         | <input type="checkbox"/> 120 R Voidmage Prodigy     |
| <input type="checkbox"/> 3 R Ancestor's Prophet     | <input type="checkbox"/> 62 C Airborne Aid             | <input type="checkbox"/> 121 R Wheel and Deal       |
| <input type="checkbox"/> 4 U Astral Slide           | <input type="checkbox"/> 63 U Annex                    | <input type="checkbox"/> 122 R Words of Wind        |
| <input type="checkbox"/> 5 U Aura Extraction        | <input type="checkbox"/> 64 U Aphetto Alchemist        | <input type="checkbox"/> 123 C Accursed Centaur     |
| <input type="checkbox"/> 6 R Aurification           | <input type="checkbox"/> 65 U Aphetto Grifter          | <input type="checkbox"/> 124 C Anurid Murkdiver     |
| <input type="checkbox"/> 7 R Aven Brigadier         | <input type="checkbox"/> 66 R Arcanis the Omnipotent   | <input type="checkbox"/> 125 C Aphetto Dredging     |
| <input type="checkbox"/> 8 U Aven Soulgazer         | <input type="checkbox"/> 67 R Artificial Evolution     | <input type="checkbox"/> 126 U Aphetto Vulture      |
| <input type="checkbox"/> 9 C Battlefield Medic      | <input type="checkbox"/> 68 C Ascending Aven           | <input type="checkbox"/> 127 U Blackmail            |
| <input type="checkbox"/> 10 R Catapult Master       | <input type="checkbox"/> 69 U Aven Fateshaper          | <input type="checkbox"/> 128 U Boneknitter          |
| <input type="checkbox"/> 11 U Catapult Squad        | <input type="checkbox"/> 70 C Backslide                | <input type="checkbox"/> 129 U Cabal Archon         |
| <input type="checkbox"/> 12 U Chain of Silence      | <input type="checkbox"/> 71 R Blatant Thievery         | <input type="checkbox"/> 130 U Cabal Executioner    |
| <input type="checkbox"/> 13 R Circle of Solace      | <input type="checkbox"/> 72 R Callous Oppressor        | <input type="checkbox"/> 131 U Cabal Slaver         |
| <input type="checkbox"/> 14 R Convalescent Care     | <input type="checkbox"/> 73 U Chain of Vapor           | <input type="checkbox"/> 132 U Chain of Smog        |
| <input type="checkbox"/> 15 U Crowd Favorites       | <input type="checkbox"/> 74 C Choking Tethers          | <input type="checkbox"/> 133 R Cover of Darkness    |
| <input type="checkbox"/> 16 C Crown of Awe          | <input type="checkbox"/> 75 R Clone                    | <input type="checkbox"/> 134 C Crown of Suspicion   |
| <input type="checkbox"/> 17 U Crude Rampart         | <input type="checkbox"/> 76 U Complicate               | <input type="checkbox"/> 135 C Cruel Revival        |
| <input type="checkbox"/> 18 C Daru Cavalier         | <input type="checkbox"/> 77 C Crafty Pathmage          | <input type="checkbox"/> 136 R Death Match          |
| <input type="checkbox"/> 19 C Daru Healer           | <input type="checkbox"/> 78 C Crown of Ascension       | <input type="checkbox"/> 137 U Death Pulse          |
| <input type="checkbox"/> 20 C Daru Lancer           | <input type="checkbox"/> 79 U Discombobulate           | <input type="checkbox"/> 138 C Dirge of Dread       |
| <input type="checkbox"/> 21 C Daunting Defender     | <input type="checkbox"/> 80 U Dispersing Orb           | <input type="checkbox"/> 139 C Disciple of Malice   |
| <input type="checkbox"/> 22 U Dawning Purist        | <input type="checkbox"/> 81 C Disruptive Pitmage       | <input type="checkbox"/> 140 R Doomed Necromancer   |
| <input type="checkbox"/> 23 C Defensive Maneuvers   | <input type="checkbox"/> 82 U Essence Fracture         | <input type="checkbox"/> 141 R Ebonblade Reaper     |
| <input type="checkbox"/> 24 C Demystify             | <input type="checkbox"/> 83 U Fleeting Aven            | <input type="checkbox"/> 142 R Endemic Plague       |
| <input type="checkbox"/> 25 C Disciple of Grace     | <input type="checkbox"/> 84 R Future Sight             | <input type="checkbox"/> 143 R Entrails Feaster     |
| <input type="checkbox"/> 26 C Dive Bomber           | <input type="checkbox"/> 85 U Ghosthelm Courier        | <input type="checkbox"/> 144 U Fade from Memory     |
| <input type="checkbox"/> 27 U Doubtless One         | <input type="checkbox"/> 86 U Graxiplon                | <input type="checkbox"/> 145 C Fallen Cleric        |
| <input type="checkbox"/> 28 R Exalted Angel         | <input type="checkbox"/> 87 C Imagecrafter             | <input type="checkbox"/> 146 R False Cure           |
| <input type="checkbox"/> 29 C Foothill Guide        | <input type="checkbox"/> 88 C Information Dealer       | <input type="checkbox"/> 147 U Feeding Frenzy       |
| <input type="checkbox"/> 30 R Glarecaster           | <input type="checkbox"/> 89 R Ixidor, Reality Sculptor | <input type="checkbox"/> 148 C Festering Goblin     |
| <input type="checkbox"/> 31 C Glory Seeker          | <input type="checkbox"/> 90 C Ixidor's Will            | <input type="checkbox"/> 149 U Frightshroud Courier |
| <input type="checkbox"/> 32 C Grassland Crusader    | <input type="checkbox"/> 91 C Mage's Guile             | <input type="checkbox"/> 150 R Gangrenous Goliath   |
| <input type="checkbox"/> 33 C Gravel Slinger        | <input type="checkbox"/> 92 U Meddle                   | <input type="checkbox"/> 151 U Gluttonous Zombie    |
| <input type="checkbox"/> 34 C Gustcloak Harrier     | <input type="checkbox"/> 93 C Mistform Dreamer         | <input type="checkbox"/> 152 R Gravespawn Sovereign |
| <input type="checkbox"/> 35 C Gustcloak Runner      | <input type="checkbox"/> 94 C Mistform Mask            | <input type="checkbox"/> 153 R Grinning Demon       |
| <input type="checkbox"/> 36 R Gustcloak Savior      | <input type="checkbox"/> 95 U Mistform Mutant          | <input type="checkbox"/> 154 C Haunted Cadaver      |
| <input type="checkbox"/> 37 U Gustcloak Sentinel    | <input type="checkbox"/> 96 U Mistform Shrieker        | <input type="checkbox"/> 155 R Head Games           |
| <input type="checkbox"/> 38 U Gustcloak Skirmisher  | <input type="checkbox"/> 97 R Mistform Skyreaver       | <input type="checkbox"/> 156 U Headhunter           |
| <input type="checkbox"/> 39 R Harsh Mercy           | <input type="checkbox"/> 98 U Mistform Stalker         | <input type="checkbox"/> 157 U Infest               |
| <input type="checkbox"/> 40 U Improvised Armor      | <input type="checkbox"/> 99 C Mistform Wall            | <input type="checkbox"/> 158 C Misery Charm         |
| <input type="checkbox"/> 41 U Inspirit              | <input type="checkbox"/> 100 U Nameless One            | <input type="checkbox"/> 159 C Nantuko Husk         |
| <input type="checkbox"/> 42 U Ironfist Crusher      | <input type="checkbox"/> 101 R Peer Pressure           | <input type="checkbox"/> 160 R Oversold Cemetery    |
| <input type="checkbox"/> 43 R Jareth, Leonine Titan | <input type="checkbox"/> 102 R Psychic Trance          | <input type="checkbox"/> 161 R Patriarch's Bidding  |
| <input type="checkbox"/> 44 R Mobilization          | <input type="checkbox"/> 103 R Quicksilver Dragon      | <input type="checkbox"/> 162 C Profane Prayers      |
| <input type="checkbox"/> 45 U Nova Cleric           | <input type="checkbox"/> 104 R Read the Runes          | <input type="checkbox"/> 163 U Prowling Pangolin    |
| <input type="checkbox"/> 46 R Oblation              | <input type="checkbox"/> 105 U Reminisce               | <input type="checkbox"/> 164 R Rotlung Reanimator   |
| <input type="checkbox"/> 47 C Pacifism              | <input type="checkbox"/> 106 C Riptide Biologist       | <input type="checkbox"/> 165 C Screeching Buzzard   |
| <input type="checkbox"/> 48 U Pearlspear Courier    | <input type="checkbox"/> 107 U Riptide Chronologist    | <input type="checkbox"/> 166 C Severed Legion       |
| <input type="checkbox"/> 49 C Piety Charm           | <input type="checkbox"/> 108 R Riptide Entrancer       | <input type="checkbox"/> 167 U Shade's Breath       |
| <input type="checkbox"/> 50 C Renewed Faith         | <input type="checkbox"/> 109 U Riptide Shapeshifter    | <input type="checkbox"/> 168 C Shepherd of Rot      |
| <input type="checkbox"/> 51 U Righteous Cause       | <input type="checkbox"/> 110 U Rummaging Wizard        | <input type="checkbox"/> 169 R Silent Specter       |
| <input type="checkbox"/> 52 C Sandskin              | <input type="checkbox"/> 111 C Sage Aven               | <input type="checkbox"/> 170 U Smother              |
| <input type="checkbox"/> 53 R Shared Triumph        | <input type="checkbox"/> 112 C Screaming Seahawk       | <input type="checkbox"/> 171 U Soulless One         |
| <input type="checkbox"/> 54 U Shieldmage Elder      | <input type="checkbox"/> 113 C Sea's Claim             | <input type="checkbox"/> 172 C Spined Basher        |
| <input type="checkbox"/> 55 R Sigil of the New Dawn | <input type="checkbox"/> 114 C Slipstream Eel          | <input type="checkbox"/> 173 R Strongarm Tactics    |
| <input type="checkbox"/> 56 U Sunfire Balm          | <input type="checkbox"/> 115 C Spy Network             | <input type="checkbox"/> 174 C Swat                 |
| <input type="checkbox"/> 57 R True Believer         | <input type="checkbox"/> 116 R Standardize             | <input type="checkbox"/> 175 C Syphon Mind          |
| <input type="checkbox"/> 58 C Unified Strike        | <input type="checkbox"/> 117 R Supreme Inquisitor      | <input type="checkbox"/> 176 C Syphon Soul          |
| <input type="checkbox"/> 59 R Weathered Wayfarer    | <input type="checkbox"/> 118 R Trade Secrets           | <input type="checkbox"/> 177 U Thrashing Mudspawn   |



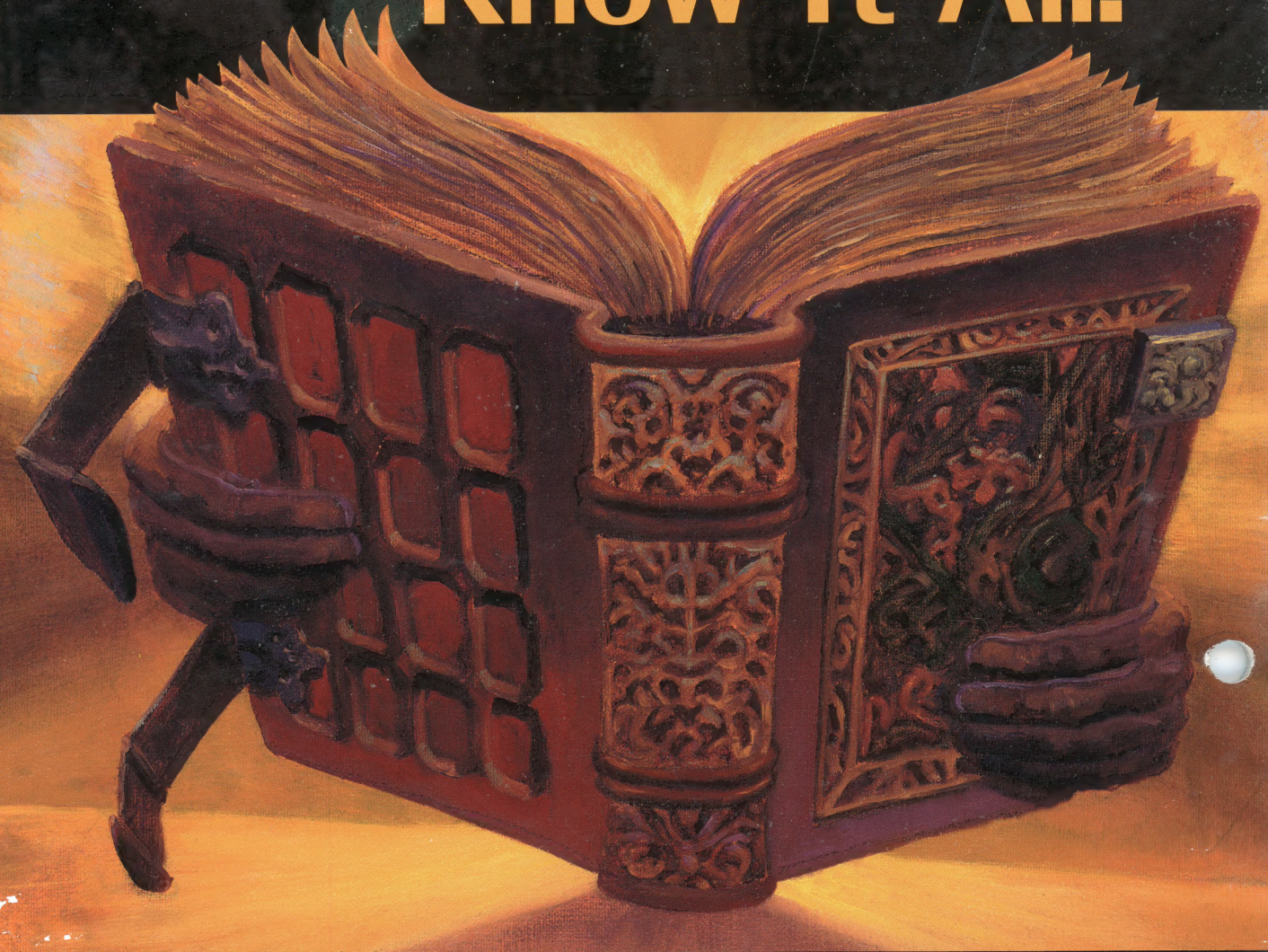
□ 178 R Undead Gladiator	□ 236 U Spitfire Handler	□ 294 U Tribal Unity
□ 179 R Visara the Dreadful	□ 237 C Spurred Wolverine	□ 295 U Venomspout Brackus
□ 180 U Walking Desecration	□ 238 R Starstorm	□ 296 C Vitality Charm
□ 181 U Withering Hex	□ 239 R Tephroderm	□ 297 R Voice of the Woods
□ 182 R Words of Waste	□ 240 U Thoughtbound Primoc	□ 298 U Wall of Mulch
□ 183 C Wretched Anurid	□ 241 U Threaten	□ 299 R Weird Harvest
□ 184 U Æther Charge	□ 242 U Thunder of Hooves	□ 300 C Wellwisher
□ 185 R Aggravated Assault	□ 243 C Wave of Indifference	□ 301 C Wirewood Elf
□ 186 U Airdrop Condor	□ 244 R Words of War	□ 302 C Wirewood Herald
□ 187 U Avarax	□ 245 R Animal Magnetism	□ 303 C Wirewood Pride
□ 188 C Battering Craghorn	□ 246 C Barkhide Mauler	□ 304 C Wirewood Savage
□ 189 R Blistering Firecat	□ 247 R Biorhythm	□ 305 R Words of Wilding
□ 190 C Break Open	□ 248 C Birchlore Rangers	□ 306 R Cryptic Gateway
□ 191 C Brightstone Ritual	□ 249 U Bloodline Shaman	□ 307 R Doom Cannon
□ 192 R Butcher Orgg	□ 250 U Broodhatch Nantuko	□ 308 R Dream Chisel
□ 193 U Chain of Plasma	□ 251 U Centaur Glade	□ 309 R Riptide Replicator
□ 194 C Charging Slateback	□ 252 U Chain of Acid	□ 310 R Slate of Ancestry
□ 195 U Commando Raid	□ 253 C Crown of Vigor	□ 311 R Tribal Golem
□ 196 C Crown of Fury	□ 254 U Elven Riders	□ 312 C Barren Moor
□ 197 U Custody Battle	□ 255 C Elvish Guidance	□ 313 R Bloodstained Mire
□ 198 R Dragon Roost	□ 256 C Elvish Pathcutter	□ 314 R Contested Cliffs
□ 199 U Dwarven Blastminer	□ 257 C Elvish Pioneer	□ 315 U Daru Encampment
□ 200 U Embermage Goblin	□ 258 U Elvish Scrapper	□ 316 R Flooded Strand
□ 201 C Erratic Explosion	□ 259 R Elvish Vanguard	□ 317 C Forgotten Cave
□ 202 C Fever Charm	□ 260 C Elvish Warrior	□ 318 U Goblin Burrows
□ 203 U Flamestick Courier	□ 261 R Enchantress's Presence	□ 319 R Grand Coliseum
□ 204 U Goblin Machinist	□ 262 U Everglove Courier	□ 320 C Lonely Sandbar
□ 205 R Goblin Piledriver	□ 263 U Explosive Vegetation	□ 321 R Polluted Delta
□ 206 R Goblin Pyromancer	□ 264 R Gigapede	□ 322 R Riptide Laboratory
□ 207 R Goblin Sharpshooter	□ 265 U Heedless One	□ 323 U Seaside Haven
□ 208 C Goblin Sky Raider	□ 266 R Hystrodon	□ 324 C Secluded Steppe
□ 209 C Goblin Sledder	□ 267 U Invigorating Boon	□ 325 U Starlit Sanctum
□ 210 C Goblin Taskmaster	□ 268 R Kamahl, Fist of Krosa	□ 326 C Tranquil Thicket
□ 211 R Grand Melee	□ 269 U Kamahl's Summons	□ 327 R Unholy Grotto
□ 212 R Gratuitous Violence	□ 270 R Krosan Colossus	□ 328 R Windswept Heath
□ 213 R Insurrection	□ 271 U Krosan Groundshaker	□ 329 U Wirewood Lodge
□ 214 R Kaboom!	□ 272 C Krosan Tusker	□ 330 R Wooded Foothills
□ 215 C Lavamancer's Skill	□ 273 C Leery Fogbeast	□ 331 L Plains
□ 216 C Lay Waste	□ 274 R Mythic Proportions	□ 332 L Plains
□ 217 U Lightning Rift	□ 275 C Naturalize	□ 333 L Plains
□ 218 R Mana Echoes	□ 276 U Overwhelming Instinct	□ 334 L Plains
□ 219 R Menacing Ogre	□ 277 U Primal Boost	□ 335 L Island
□ 220 C Nosy Goblin	□ 278 R Ravenous Baloth	□ 336 L Island
□ 221 C Pinpoint Avalanche	□ 279 U Run Wild	□ 337 L Island
□ 222 U Reckless One	□ 280 U Serpentine Basilisk	□ 338 L Island
□ 223 R Risky Move	□ 281 R Silklash Spider	□ 339 L Swamp
□ 224 R Rorix Bladewing	□ 282 R Silvos, Rogue Elemental	□ 340 L Swamp
□ 225 U Searing Flesh	□ 283 C Snarling Undorak	□ 341 L Swamp
□ 226 U Shaleskin Bruiser	□ 284 C Spitting Gourna	□ 342 L Swamp
□ 227 C Shock	□ 285 R Stag Beetle	□ 343 L Mountain
□ 228 C Skirk Commando	□ 286 R Steely Resolve	□ 344 L Mountain
□ 229 R Skirk Fire Marshal	□ 287 U Symbiotic Beast	□ 345 L Mountain
□ 230 C Skirk Prospector	□ 288 C Symbiotic Elf	□ 346 L Mountain
□ 231 U Skittish Valesk	□ 289 R Symbiotic Wurm	□ 347 L Forest
□ 232 U Slice and Dice	□ 290 C Taunting Elf	□ 348 L Forest
□ 233 U Snapping Thragg	□ 291 R Tempting Wurm	□ 349 L Forest
□ 234 C Solar Blast	□ 292 U Towering Baloth	□ 350 L Forest
□ 235 C Sparksmith	□ 293 C Treespring Lorian	

□ = Regular card    □ = Premium card    C = Common    U = Uncommon    R = Rare    L = Basic land

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